



Richard Garriott ✓
@RichardGarriott

...

Close. During Akalabeth & Ultima I, I was at UT met SJ & SCA folks that became Ultima Chars. Would often help playtest SJ games. No pay.

[Traducir Tweet](#)



John Romero ✓ @romero · 21 abr. 2017

@RichardGarriott – I hear you worked at Steve Jackson games while making Akalabeth. True?

5:51 p. m. · 21 abr. 2017 · Twitter for iPhone

2 Retweets 20 Me gusta



John Romero ✓ @romero · 21 abr. 2017

En respuesta a @RichardGarriott

Was it also true that during the summer of 82 you were at Sierra in a cabin of coders working on Ultima 2? Learning 6502?



1



4



Chris @DonjonRelic · 21 abr. 2017

En respuesta a @RichardGarriott

Did the UT have access to the Plato computer system? Did their early games influence you at all?



1



1



Richard Garriott ✓ @RichardGarriott · 21 abr. 2017

Never used or even saw a Plato system. Sadly.



1



David R. Watson @DavidRWatson2 · 21 abr. 2017

En respuesta a @RichardGarriott

Absolutely true: lots of RG's old SCA friends became Ultima characters. Including Me: lolo



7



4



29



TQ @ToddQuest · 22 abr. 2017

lolo was my favorite!



1



1



Richard Garriott ✓ @RichardGarriott · 22 abr. 2017

Still is mine! ;)



1



Personas relevantes



Richard Garriott ✓
@RichardGarriott

Seguir

Inventor, astronaut, explorer, videogame entrepreneur; Author of "Explore/Create"; President-elect of @ExplorersClub; Married to @LaetitiaGdC; Join me in #SotA!



John Romero ✓
@romero

Seguir

Speaking inquiries: info@romero.com. Game designer, programmer. Empire of Sin, Quake, DOOM, Wolf3D, Dangerous Dave, Keen, Heretic, Hexen + more. IG: theromero

[Condiciones de Servicio](#) [Política de Privacidad](#)

[Política de cookies](#) [Información de anuncios](#)

[Más opciones](#) ... © 2021 Twitter, Inc.